

CLAIMS

What is claimed is:

1. A game for teaching educational concepts to at least one participant, wherein the game comprises:

5 a game board comprising a plurality of spaces, wherein each of the plurality of spaces comprises at least one computation, and wherein each computation relates to one of at least three pre-determined teaching concepts;

at least one playing piece for advancement about the game
10 board; and

wherein each of the three teaching concepts competes against each of the other teaching concepts, thereby producing a concept versus concept game theme, such that no individual participant wins or loses.

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2. The game for teaching educational concepts of claim 1, wherein the game board comprises at least thirty-five computations.

20 3. The game for teaching educational concepts of claim 1, wherein the game board comprises at least thirty-five spaces.

4. The game for teaching educational concepts of claim 1, wherein the game is a forward-backward-forward game.

5. The game for teaching educational concepts of claim 1, wherein the game is a continuous play game.

6. A game kit for teaching educational concepts to at least one participant, wherein the game kit comprises:

a plurality of games, wherein at least one of the plurality of games comprises at least one game having a game board with a plurality of spaces;

wherein each of the plurality of spaces of the at least one game comprises a computation, and wherein each computation relates to one of at least three pre-determined teaching concepts; and

wherein each of the three teaching concepts competes against each of the other teaching concepts, such that competition between participants is avoided.

7. The game kit for teaching educational concepts of claim 6, wherein the at least one game comprises at least thirty-five spaces.

8. The game kit for teaching educational concepts of claim 6, wherein the at least one game is a continuous play game.

5 9. The game kit for teaching educational concepts of claim 6, wherein the at least one game is a forward-backward-forward game.

10 10. The game kit for teaching educational concepts of claim 6, wherein the kit comprises at least eight different games.

15 11. The game kit for teaching educational concepts of claim 6, wherein the kit comprises at least ten different teaching concepts related to the plurality of games.

12. A game kit for teaching educational concepts to at least one participant, wherein the game kit comprises:

20 a plurality of games, wherein at least one of the plurality of games comprises at least one game having a game board with at least thirty-five playing spaces;

 wherein each of the at least thirty-five playing spaces of the at least one game comprises a computation, and wherein

each computation relates to one of at least three pre-determined teaching concepts; and

wherein each of the three teaching concepts competes against the other teaching concepts, such that one of the
5 competing teaching concepts wins the game, and not an individual participant.

13. A game kit for teaching educational concepts to at least one participant, wherein the game kit comprises:

10 a plurality of games, wherein each game comprises a game board, wherein each of the game boards comprises a plurality of spaces, and each of the plurality of spaces comprises a computation that relates to one of a plurality of pre-determined teaching concepts;

15 wherein a first of the plurality of teaching concepts competes against at least two of the other plurality of teaching concepts; and

wherein at least one of the games is a continuous play game.

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14. The game kit for teaching educational concepts of claim 13, wherein the game board of the continuous play game comprises a plurality of rows of spaces, and wherein the rows

are configured such that a resulting game path is non-rectangular.

15. A game kit for teaching educational concepts to at least one participant, wherein the game kit comprises:

a plurality of games, wherein each game comprises a game board, wherein each of the game boards comprises a plurality of spaces, and each of the plurality of spaces comprises a computation that relates to one of a plurality of pre-determined teaching concepts;

wherein a first of the plurality of teaching concepts competes against at least two of the other plurality of teaching concepts; and

wherein at least ten different teaching concepts are represented in the plurality of games.

16. A game kit for teaching educational concepts to at least one participant, wherein the game kit comprises:

a plurality of games, wherein each game comprises a game board, wherein each of the game boards comprises a plurality of spaces, and each of the plurality of spaces comprises a computation that relates to one of a plurality of pre-determined teaching concepts;

wherein a first of the plurality of teaching concepts competes against at least two of the other plurality of teaching concepts; and

wherein the plurality of games comprises at least eight
5 different games within the game kit.

17. A game for teaching educational concepts to at least one participant, wherein the game comprises:

a game board comprising a plurality of spaces that
10 together define a forward-backward-forward path, wherein each of the plurality of spaces comprises a computation, and wherein each computation relates to one of a plurality of pre-determined teaching concepts;

at least one playing piece for advancement about the game
15 board; and

at least one chance device having at least one representational attribute, wherein the representational attribute corresponds to a random space on the game board where the playing piece advances;

20 wherein a first of the plurality of teaching concepts competes against at least two other of the plurality of teaching concepts, and wherein the game is characterized by an absence of participants competing against each other.

18. A game for teaching educational concepts to at least one participant, wherein the game comprises:

5 a playing surface comprising a plurality of individual spaces that forms a grid, wherein each of the plurality of spaces comprises at least one symbol, and wherein each symbol alone or in combination with other symbols relates to an answer defined to be within one of a plurality of pre-determined teaching concepts;

10 a list of items;

a coding system used by a participant to categorize each of the items into its corresponding teaching concept to which each item relates; and

15 wherein a first of the plurality of teaching concepts competes against at least one of the other plurality of teaching concepts.

19. The game for teaching educational concepts of claim 18, wherein the game is selected from a group consisting of
20 word searching games, number searching games, and answer searching games.

20. A game kit for teaching educational concepts to at least one participant, wherein the game kit comprises:

a plurality of games, wherein each game comprises a game board, wherein each of the game boards comprises a plurality of spaces, and each of the plurality of spaces comprises a computation that relates to one of a plurality of pre-determined teaching concepts;

wherein a first of the plurality of teaching concepts competes against at least two of the other plurality of teaching concepts;

wherein at least one of the plurality of games has at least thirty-five spaces and at least thirty-five computations;

wherein at least one of the plurality of games is a continuous play game having a series of rows connected to each other by at least one space, wherein the series of rows forms a non-rectangular game path;

wherein at least one of the plurality of games is a forward-backward-forward game, wherein a playing piece spirals-in from a start position toward a target point, and thereafter spirals-out, thereby returning to the start position;

wherein the game kit comprises at least ten different concepts; and

wherein the plurality of games comprises at least eight different games within the game kit.

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21. A method for at least one participant to play a board game wherein at least three concepts compete against each other and no individual participant wins or loses, the game having a game board with a plurality of advancement
10 spaces that form an advancement track, the advancement track comprising a start position and a target point, the method comprising the steps of:

(a) placing at least one playing piece on the start position of the advancement track;
15 (b) using a chance device to randomly select a number of spaces to move the at least one playing piece;

(c) moving the at least one playing piece along the advancement track a corresponding number of spaces as directed by the chance device toward the target point of the
20 advancement track;

(d) answering a computation that is associated with the particular space that the playing piece has landed on; and

(e) scoring a point for the concept that is associated with a correct answer for the computation.

22. A method for at least one participant to play a
5 concept searching game wherein a plurality of teaching
concepts compete against each other and no individual
participant wins or loses, the game having a game board with
a plurality of spaces forming a grid, wherein each space
comprises a symbol, and wherein each symbol alone or in
10 combination with other symbols relates to an answer that
corresponds with one of the plurality of teaching concepts,
the method comprising the steps of:

- (a) providing a list of a plurality of items, wherein
each item corresponds with one of the teaching concepts;
- 15 (b) selecting an item from the list;
- (c) locating the item on the grid of spaces; and
- (d) coding the item such that there is a visual
indication as to which of the teaching concepts said item
corresponds.

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23. A game kit for teaching educational concepts to at
least one participant, wherein the game kit comprises:

a plurality of games, wherein each game comprises a game board, wherein each of the game boards comprises a plurality of spaces, and each of the plurality of spaces comprises a computation that relates to one of a plurality of pre-determined teaching concepts;

wherein a first of the plurality of teaching concepts competes against at least two of the other plurality of teaching concepts;

wherein at least one of the plurality of games has at least thirty-five spaces and at least thirty-five computations;

wherein at least one of the plurality of games is a continuous play game having a series of rows, each row comprising a sequence of individual spaces, wherein said rows are positioned row by row in a consecutive sequence, wherein the series of rows forms a non-rectangular game path;

wherein at least one of the plurality of games is a forward-backward-forward game, wherein a playing piece spirals-in from a start position toward a target point, and thereafter spirals-out, thereby returning to the start position;

wherein the game kit comprises at least ten different concepts; and

wherein the plurality of games comprises at least eight different games within the game kit.

24. The game kit for teaching educational concepts of
5 claim 23, wherein all spaces are in a consecutive sequence,
such that each successive space is directly connected to its
preceding space.